**Exercise 3**

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**Notation**

In the following we assume that corners of any quadrilateral are named as in figure 1. In particular corner 1 and corner 3 can never be neighbours.

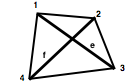


figure 1: naming convention. Corner 1 is also named A, corner 2 is named B etc… in 3.1

**3.1**

We implemented area() with Bretschneider’s formula (see also en.wikipedia.org/wiki/Bretschneider's\_formula).

**3.2**